U.S. Current Class:	**709/220**
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Intern'l Class:	H04L 009/32; G06F 011/30; G06F 012/14; G06F 015/177

Claims

I claim my idea if accepted for patent protection and implemented will show:

1. Virtual Space formed by construction of an electronic enclosure produces utility as a natural product, resulting in an Electronic Facilitation Venue.

2. By its nature infinite in scope because of its capacity to grow by replication into any suitable area, and constructed with an ability to communicate through secure channels within the Internet makes each venue one single global space.

3. It will constitute a single architecture comfortable with a wide variety of IT functions, offering increases in productivity, and eliminate expense no longer needed for support of old-fashion facilitation methods.

4. It will contribute to the evolution of the computer. Its complexity mitigated by merging with each element of the venue, then using the result to drive it; thus, eliminating the need for "smart" equipment for the end-user and using a simple appliance to receive all needed application software from the LEFV.

5. It will represent a new, huge, level, playing field without the impediment of large capital requirements for the entrepreneur.

6. The individual or an organization need only establish a single presence on the electronic venue to facilitate communication or information exchange through out the venue.

7. Finally, it will eliminate the need for multiple equipment imposed by old space/time restrictions on a single type of IT transaction.

Description

TITLE AND BACKGROUND

[0001] A great deal of time and effort has been invested in the development of the Internet's architecture to create an efficient venue for exchange of information; however, this very specific function was never designed to do anything else. These facts are central to understanding the subject of this proposal: Electronic Facilitation Venue (EFV).

[0002] The U.S. Department of Defense (DOD) wanted a means to network its many disparate computers in large part, to achieve a reliable exchange of information. Using Packet Switching Technology (PST), Transport Control Protocol (TCP), and the Internet Protocol (IP), they created the first large-scale deployment of the Internet. Security focused on establishing and enforcing limited access as the central means of security for the system. The eventual inclusion of the Academic community brought the concept of free flow of Ideas and a clash of cultures. True security has become no longer possible.

[0003] Today, all user problems on the Internet are found in designs centered on solutions that involve using

CLAIMS

I claim My Idea if accepted For Patent Protection and Implemented Will Show:

1. Virtual Space formed by construction of an electronic enclosure produces utility as a natural product, resulting in an Electronic Facilitation Venue.

- The above terms require definitions. The term facilitation is used to indicate an activity, process, or venue that lowers the 'threshold' required for a process to take place. For purposes of this claim we shall use the term Venue as a place or location, either physical or virtual, where a process can takes place. Time, space, and dimensions limit physical locations. These limitations often create the need for extensive physical facilitation. Since Information Technology tends to eliminate these factors virtual facilitation enhances cost effectiveness.

- The Electronic Facilitation Venue proposed here is a 'Generic Venue' that does not require immediate, specific hardware or software definition. It is first and foremost an intellectual construct requiring application of highly sophisticated information technology to bring it to reality. Care must be taken in determining IT type and nature of its processes because these will determine the final configuration of the Facilitation Venue.

2. It will constitute a single architecture comfortable with a wide variety of IT operations.

- The venue is neither Legacy nor Network architecture. It is an electronic enclosure constructed from off-the-shelf hardware and software. 'Thin-clients' are used to control end-user access and a distributed operating system determines program content, types, and degree of access.

- The user interface will have a similar 'feel' to that of an electronic game, but have program content appropriate to the IT process and the end user.

- The key factor is this architecture is not focused on 'distribution' of information but designed to offer a secure venue for its exchange.